

ACELDAMA

"I come not to send peace, but a sword."

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Game 1967AT, ARMA-7

RUSSIA'S CAPTURE LONDON AND ANKARA

1905, Spring Retreat:

GERMANY(Naus); Army Burgundy retreats to Munich.

1905, Fall moves:

RUSSIA (Kinney): Fleet Black Sea to Ankara. Army Sevastopol to
Rumania. Army Ukraine support army Sevastopol to
Rumania. Army Budapest support army Trieste. Army Serbia support
army Trieste. Army Trieste stand. Army Yorkshire to London. Fleet
North Sea support army Yorkshire to London. Fleet Barents Sea to
Norwegian Sea. Army Finland to Norway. Army Sweden support German
army Denmark.

GERMANY (Naus): Army Munich to Burgundy. Army Kiel to Berlin. Army
Belgium support army Munich to Burgundy. Army Brest
support army Paris. Army Paris support army Munich to Burgundy. Fleet
Denmark support Russian army Sweden.

TURKEY (Reinsel): Army Bulgaria to Serbia. Fleet Rumania to Black Sea.
Fleet Adriatic Sea to Trieste. Fleet Ionian Sea
to Tunis. Fleet Albania support fleet Adriatic Sea to Trieste. Fleet
Aegean Sea to Greece.

FRENCE (Greene): Army Burgundy to Ruhr. Fleet Western Mediterranean
to Tunis. Fleet Tyrrhenian Sea support AUSTRIAL army
Rome. Army Venice support TURKISH Fleet Adriatic to Trieste. Army
Gascony to Spain.

ENGLAND (Tzudiker): Army Edinburgh stand. Fleet Skagerrak to Denmark.
Fleet Baltic to Berlin. Fleet London to North Sea.

AUSTRIA (Koning): Army Rome support FRENCH army Venice.

Underlined moves do not succeed. The Russian army Trieste is dislodged
and may retreat to either Tyrolia or Vienna. The English Fleet London
is also dislodged and has either Wales or the Channel open for retreat.

Following these moves the belligerents control the following supply centres:

RUSSIA: 4 home, Ankara, Rumania, Serbia, Budapest, Vienna, Sweden, Norway, London. 12 in all. May build 1.

GERMANY: 3 home, Denmark, Holland, Belgium, Paris, Brest. 8 in all. May build 2.

TURKEY: Constantinople, Smyrna, Bulgaria, Greece, Trieste, Naples. 6 in all. No change.

FRANCE: Marseilles, Portugal, Spain, Tunis, Venice. 5 in all. No adjustment.

ENGLAND: Edinburgh, Liverpool. 2 in all. Must remove 2.

AUSTRIA: Rome. 1. No change.

Deadline for retreats, and also for builds and removals is Friday 18 October 1968. Deadline for moves for Spring 1906 is Wednesday, 30 October 1968. Builds and removals may, of course, be made conditional on the retreats of the other powers. An explanation of these deadlines will be found elsewhere in this issue in an item called "Deadlines".

Players should note that Hal Haas, playing Germany, now has address 3221 National Ave., Space #91, National City, Calif., 92050. His phone number is now 714-477-8520

I think that Jack Greene, playing France, is now at his college address. However, he hasn't bothered to inform us of it.

Press Releases.

Constantinople. "We will decide where we will survive!" Madrid. A despatch from the Free French Army. The Duc de Greene protests most heartily over the accusations made by some fanatical straight-arrow Religious God Squad. I have never felt that a foreign Policy should fall in the realm of Morality. I do think that 5000,000 men is way too much to have in Vietnam. Charles Percy has always been my man as has Lindsey. McCarthy fulfilled many of my requirements, especially in domestic policies. And Rockefeller came after Gene. Nixon is the best of three evils.

As for college, the biggest thing I've learned is how little I know. I may have a fat head but not that fat.

I would like to add that I think Charlie and his gang did a damn good job, even if the gang is a bit neurotic.

Bern. The Bern Foreign Affairs Society has researched another poll of Europe and what the common man thinks about:

	Yes	No	Don't care
In favor of Turkish fleets	0.5%	99.5%	0.1%
In favor of German armies	0.5	99.2	0.3
In favor of Peery and his evil machine aiding Germany	2.0	96.0	2.0

	Yes	No	Don't care
In favor of a German sounding pope	94%	0%	6%
Realize that McCallum will cheat against the allied forces	55	44	1

Ralstonstadt über Sudenfeld-Arzneihütte. The realization of ignorance
is the beginning of wisdom.

Portsmouth, As the stench of battle recedes

Queen Sarah Allen concedes

That the Russians have won

And a new era's begun,

Peaceful, let's hope, in its deeds.

Game 1967AY, ARMA 8

MEMORIES CRAMMED, SHIPYARDS IDLE.

1904, Builds:

ENGLAND (Harris): Build army Edinburgh.

GERMANY (Schow): Build army Berlin, Build army Kiel.

AUSTRIA (Pewlesland): No build received.

RUSSIA (Long): Build army Sevastopol.

Other powers had no adjustments to make.

Deadline for moves for Spring 1905 is Friday, 25 October 1968
Players should note procedures for future deadlines as detailed in
article "Deadlines" appearing elsewhere in this issue.

The address changes indicated below are in effect for players in this
game:

J. J. Dygert, playing England, as indicated in the last issue of
Armageddonia.

Gail Schow, playing Germany. Room 389, International House, Berkeley,
Calif., 94720.

Greg Long, playing Russia. Room 563, Haggard Hall, University of
Washington, Seattle, Wash., 98105. Phone. 543-6563.

Larry Peery, playing Italy, has indicated that he intends to resign
after the next move. I have written him urging him to reconsider, and
I hope that he does so. However, in case he persists, anyone not
otherwise connected with the game, who is interested in taking over
the position, is asked to write the editor.

Press Releases.

München. Quibble. Quibble. Quibble. One would actually think you owned Austria-Hungary.
Byzantium. Her Holiness Pope Joan II today excommunicated C. Turnerius Maximus for the high crime of entering a seminary without her permission. Her Holiness also excommunicated Lawrence Pasha, Prime Minister Harris, and numerous other dignitaries. In her haste to include everybody, the Pope also excommunicated John McCallum. Now he, too, will be unable to be born, get married, or die, except on church porches.

Somewhere in the Negev. Byzantine forces searching for the Harley/Peerist forces which supposedly attacked Bethlehem and Jerusalem this summer have finally met with success. Lawrence of Peeriland, with his force of syphilitic old ladies in tennis shawls, has been surrounded somewhere south of Beersheba. Waving their banners ("Win with Wallace", "Let George Do It", "Final Solution to the Negro Problem", and "George Likes to Settle Out of Court"), the Peerist forces vowed to resist to the last knitting needle, but were finally persuaded to surrender to the Imperial legions. Lawrence of Peeriland seems to have escaped by disguising himself as a sick camel and fleeing into the wilderness. Imperial forces out of Alexandria, Memphis, Petra, and Mecca, are on the lookout for the fugitive.

Rantoul. Well, I don't know what we're all playing this thing out for. Why don't we all congratulate Dyer on the victory Schow is giving him on a silver platter and go home? Turkey declares peace with everyone, including Peery, and asks to be let alone. Fat chance, you say? Probably.

Announcement.

Rod Walker, 1575-A White Drive, Rantoul, Ill.: My reproductions-machinewerkgeschaftrotarygeclickclickausgespittenpapierundink- und alles das muss is kaput temporarily until it is cleaned, and therefore I will not publish anything until early October. I am also teaching part-time at Parkland College and that will limit the time I have for getting caught up, so there may be additional delay.

Deadlines.

For some time I have been thinking about the best deadline interval for postal Diplomacy games with players scattered over a wide area. Some discussions with Monte Zelazny when Aeolus was forming started my ruminations and recent events in Big Brother and their repercussions have intensified thought on the matter. In any game with a two-week deadline that I have been in for any length of time, my experience has been that use of the long distance telephone to contact other players, or the gamesmaster, or both, has been necessary, at some time during the game. In one such game I made a \$10 call on one move and had to do the same on the next following move. As Diplomacy is a major hobby of mine I didn't object to this: if I

were a serious amateur photographer I would spend far more on film, for example. None the less, twenty dollars within two weeks for phoning an ally in a single game is a sizable amount; many Diplomacy players are of college age and have far better things to do with a twenty dollar bill. In brief, I am coming more and more to think that the standard two-week game is not satisfactory if it has players widely scattered geographically. Such a rate of play is now only maintained by Graustark and Big Brother. The last regular BROB games, by the way, had a rate which was close to a two-week schedule and several players in one of its games complained that the pace was a little too fast.

It is in the Fall move that a two-week deadline pinches. For the Spring move players have a month for negotiation, as they can use the whole "Winter" period for interchange of correspondence. There is an exception for Spring 1902 following the heavy 1901 build season, but for most of the game Spring presents no difficulty. Fall moves present no difficulty either when a player is just continuing an existing alliance and co-operation is of a strategic rather than tactical nature. However, when there is a shift in alliances, or when closely interlocking moves are being planned, two-weeks does not give sufficient time for negotiation by mail.

The usual remedy is to go over to a three-week deadline. sTab was the first zine to change from a two-week to a three-week deadline and it has been very widely imitated. This is satisfactory for Fall moves, and for Spring 1902. But it involves a serious interruption of the game on most playing years. A player with no build to make on a certain year, and far removed from the areas where builds are being made, faces a six week period with no activity at all - long enough for a forgetful player to lose all contact with the game.

In an effort to improve the situation I plan on trying a new schedule in Acelandia. By main moves I mean Spring or Fall moves; by auxilliary moves, I mean builds, removals, or retreats. The deadline for main moves not preceded by an auxilliary move will be 19 days. (Example. A Spring move is published on the 6th of November. There is no retreat to be looked after. Then deadline for Fall will be 25th of November.) If an auxilliary move is required then the deadline for the auxilliary move itself will be 12 days after publication of the preceding main move, and the deadline for the next main move will be a further 12 days after that. (Example. Fall move published on 5th of October. Deadline for Winter builds on the 17th of October, and deadline for the Spring moves the 29th of October.)

I would very much like to try such a schedule and see how it works. It gives nearly 3 weeks between every main move with an additional 3 days if an auxilliary move intervenes. Note, though, that with this schedule it will be impossible to wait until after the builds before negotiating for Spring support - negotiation will have to be begun immediately if you hope to complete them before Spring moves are due.

Can we give this a trial? Say two full years of play under the proposed schedule. If players find it severely inconvenient we will

go back to Arma's usual 3-week schedule. But let us try it first.

This schedule will involve having deadlines on any day of the week. To avoid having deadlines fall on Sunday or on holidays there will be minor adjustments made in the periods indicated above. Such adjustments will not shorten the length of any deadline by more than one day; if I have to adjust by more than one day, periods will be lengthened not shortened. Players should also note that for auxiliary moves I reserve the right to publish ahead of deadline any time that all moves have been received. Such advance publication will not affect the date of the next main move deadline if the latter has been announced.

Players in 1967AT will have noticed that deadlines assigned this issue conform to the above pattern. In 1967AY it won't be possible to start this procedure until next time. This system will take about seven and a half weeks for a game "y ear", compared with 6 weeks in Graustark and 9 weeks in sTab. I think it is a good compromise, making for a reasonably speedy game and still allowing time for negotiation.

CHANGES IN RULES.

Arma's retreat rule is identical with the one formerly used in BROB. Retreats, where only one space is open, were made by the gamesmaster but the player had the option of refusing, and ordering the piece off. With the deadline schedule proposed above, there is an interval allowed for retreats. So I think it would be better to change the retreat procedure. From now on, every retreat must be ordered by the player concerned, even when there is only one opening available. A dislodged force which receives no orders by the retreat deadline will be removed, this applying equally to a force with one opening or with several. This alters the mechanics of Arma's retreat rule but I think not its spirit.

The same cannot be said, I am afraid, of the other change which I will have to make in Arma's rules. This is the rule to cover the removal of a force when its owner neglects to send in his own removal order. Arma's rule reads as follows: Removal of forces when player neglects to submit order: The GM removes the unit which, in his judgment, is least important to the power concerned.

There can be little doubt how Turner came to produce this rule, it was from an excess of charity. The picture he sees in his mind is that France, let us say, has a removal to make. It has several armies on its frontiers all vital to its defense. In addition it has an army in Paris doing little except parade about on the Champs de Mars. Why, because of momentary forgetfulness in submitting orders, should the French player have his position irrevocably ruined by removal of a distant, but necessary army, rather than the useless one in the capital? Why indeed? If we could be sure that we would always have to deal with situations like this, there would be nothing particularly bad about the Arma ruling. But we can't be sure. In fact,

we are so far from sure of it that it is not even the most usual case. Usually, when a player has a removal to make and fails to submit it, he is in a hopeless situation. All removals are equally bad as far as he is concerned. In such circumstances leaving the latter up to the gamesmaster's judgment means that, in practice, he makes a removal which helps one of the neighbours of the power concerned, at the expense of some other neighbour, i.e. the gamesmaster takes a hand in his own game. Removals will not be handled in this manner in Ageldama.

The removal rule used by Koning in Stab differs from the one used by Wells in Lonely Mountain, and both differ from the one used by von Metzke in Costa. What particular rule is adopted doesn't really matter provided it is adopted in advance of its having to be applied, and provided it gives rise to a purely mechanical procedure, so that no real decision need be made by the gamesmaster after he sees the board, that is, after he knows who will be hurt. We will, therefore, use the EROB procedure for removals, although Stab's or Lonely Mountain's are neither better nor worse. All of you have been sent copies of BROB 84 where its removal rule is given but we will review it here. It stems from the rulebook statement: If the country has to remove units because it has lost supply centers, the unit farthest from home comes off first, and the fleet before the army.

To determine what is "farthest" we measure distance in seasons' march, i.e. Paris is two seasons' march from Munich. We consider "home" to be any of the initial supply centres of the country concerned, regardless of whether they are still in that power's possession or not. That is, a German army in Paris is 2 seasons' march from home, whether or not Germany still owns Munich. In counting steps convoys are not used if it is possible to arrive at the position without convoy. (Example. A Turkish army in Apulia is 5 seasons' march from home, even though it may have arrived in Apulia in one move by convoy chain.) If the point cannot be reached except by convoy only single convoy steps are allowed, not convoy chains. (Example. A Turkish army in Tunis is 3 seasons' march from home, being considered to march to Greece and then be convoyed rather than being convoyed by two fleets. The necessity for this is to prevent a Turkish army in Wales, say, from being regarded as one step from home, and so closer than one in Serbia.) If a fleet and an army are equally far from home, and are farther from home than other units, the fleet will be removed first. If, after all of this, there is still a tie between two or more units for priority of removal, the one will be removed which stands in a space higher in alphabetic order. (Ex. If one or other of Russian armies in Prussia or Galicia have to be removed, each being one step from Warsaw, the Galician army will be removed.)

All other rules are as laid down in Arma as far as I understand them. Any player who seriously objects to the change in deadlines should let me know. However, I think it will be found to be a fast but playable schedule.

"Farthest".

The rulebook statement, referred to on the previous page, that the farthest unit from home should come off first, if a country fails to submit removal orders, was, in the early days of postal diplomacy, invariably interpreted to mean the unit which would take the longest time to march home if unimpeded. That is, distance was measured on a time scale of number of seasons march. Or alternatively, number of map spaces which had to be traversed. There were still some differences of course. That long convoy digression on the previous page was sometimes got around - it is the procedure that sTab follows still - by considering the seas frozen so that armies could march over ocean areas as well as over land. Denmark, for instance, was two season's march from London, but, in one version or another, distance was always measured in terms of our map's network or in time units.

Had some engineer come along and said, "Farthest refers to distance. Distance is something you measure with a surveyor's chain." and had he proceeded to measure the distance between St. Petersburg and Berlin in kilometers, I would not have been surprised. But the person who came along and did just that was not an engineer; he was Charles Wells, a mathematician. I would not have thought that a mathematician, trained in precise but abstract thought as he is, would have had any difficulty in accepting distance measured in time units, something the rest of us had previously taken in stride. None the less is Lonely Mountain, first appearing in the fall of 1965, some two and a half years after postal Diplomacy started, where the idea was first promulgated that farthest was something to be determined by actual linear measurements, inches on the map, or miles on the ground. Lonely Mountain is not now alone in so doing of course; although I think that most of the others who use a similar criterion of "farthest" are zines which have been heavily influenced by Lonely Mountain, such as Monte Zelazny's Aeolus, and Terry Iluch's Thulcandra.

Still, it is curious that it should be a mathematician who should balk at a time measure for space, or a conventional graph measure, and demand instead the crudity of a tailor's tape measure.

Amateur psychologists in the house are invited to try their hand at an explanation of this surprising fact.

There are, I believe, game openings in the following zines. Big Brother (Charles W. Reinsel, 120 8th Ave., Clarion, Penna, 16214). Ragnarok (John Koning, 318 South Bella Vista, Youngstown, Ohio, 44509). Jutland Jollies (Derek Nelson, 18 Granard Avenue, Scarborough, Ontario.) The Diplomat (Eric Just, Box 131 Paoli, Okla.) Clockoria, (Dave Lebling, Burton House, 420 Memorial Drive, Cambridge, Mass., 02139). ADAG, (Hal Haus, address on page 2.) Xenogogic (Larry Poetry, 4567 Virginia Ave., San Diego, Calif., 92115).